

IN THE CLAIMS:

This listing of the claims replaces all prior versions and listings of the claims in this application.

The text of all pending claims (including any withdrawn claims) is set forth below. Canceled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (Original), (Currently amended), (Canceled), (Withdrawn), (Previously presented), (New), and (Not entered).

No changes to the claims have been made in this paper.

1–32. (Canceled)

33. (Previously presented) An information storage medium for use with a reproducing apparatus providing a visual display of interactive graphics, the information storage medium comprising:

an audio-visual (AV) data stream; and

a plurality of interactive graphics streams corresponding to the audio-visual data stream, which are used to control reproduction of the audio-visual data stream;

wherein:

each of the plurality of interactive graphics streams corresponds to a different one of a plurality of languages, and can be reproduced by the reproducing apparatus with the audio-visual data stream;

one interactive graphics stream among the plurality of interactive graphics streams is selected by attribute information stored in a player status register in the reproducing apparatus; and

the selected interactive graphics stream is reproduced by the reproducing apparatus together with the audio-visual data stream.

34. (Canceled)

35. (Previously presented) An apparatus to provide a visual display of interactive graphics using an audio-visual (AV) data stream and one of a plurality of interactive graphics streams corresponding to the audio-visual data stream stored on an information storage medium, the apparatus comprising:

a processor to obtain attribute information from a player status register in the apparatus;
and

a decoder to select one interactive graphics stream corresponding to the obtained attribute information from among the plurality of interactive graphics streams stored on the information storage medium, and reproduce the selected interactive graphics stream together with the audio-visual data stream;

wherein:

the plurality of interactive graphics streams are used to control reproduction of the audio-visual data stream; and

each of the plurality of interactive graphics streams corresponds to a different one of a plurality of languages and can be reproduced with the audio-visual data stream.

36. (Canceled)

37. (Previously presented) The apparatus of claim 35, wherein the processor executes a program object comprised of navigation commands that is related to the audio-visual data stream to enable the selecting of the one interactive graphics stream.

38. (Previously presented) The apparatus of claim 35, wherein the processor loads and executes an interactive graphics stream change program included in the one interactive graphics stream that is being reproduced and reads, and reproduces another interactive graphics stream selected according to new attribute information obtained by executing the interactive graphics stream change program.

39. (Previously presented) The apparatus of claim 38, wherein the interactive graphics stream change program is a button command included in a button object.

40. (Previously presented) The apparatus of claim 35, wherein the attribute information comprises menu language information, viewer class information, sub-title language information, and audio language information.

41. (Previously presented) The information storage medium of claim 33, wherein if the plurality of interactive graphics streams do not include an interactive graphics stream corresponding to the obtained attribute information, the reproducing apparatus stores a stream number of a predetermined interactive graphics stream of the plurality of interactive graphics streams in the player status register in the reproducing apparatus, and reproduces the predetermined interactive graphics stream together with the audio-visual data stream.

42. (Previously presented) The apparatus of claim 35, wherein if the plurality of interactive graphics streams do not include an interactive graphics stream corresponding to the obtained attribute information, the processor stores a stream number of a predetermined interactive graphics stream of the plurality of interactive graphics streams in the player status register in the apparatus, and the decoder reproduces the predetermined interactive graphics stream together with the audio-visual data stream.

43. (Previously presented) The information storage medium of claim 33, wherein each of the plurality of interactive graphics streams comprises information required to provide a graphical interactive display and associated commands of the graphical interactive display.

44. (Previously presented) The apparatus of claim 35, wherein each of the plurality of interactive graphics stream comprises information required to provide a graphical interactive display and associated commands of the graphical interactive display.